

WHAT IS CLAIMED IS:

1 1. A game system comprising:  
2 a plurality of game machines; and  
3 a server in communication with said game machines,  
4 each of said game machines capable of playing different  
5 kinds of games from each other,  
6 each of said game machines comprising a first sending device  
7 for sending sending-information including:  
8 identification-information to identify a user,  
9 said server comprising:  
10 a point storage device for storing the  
11 identification-information and points and corresponding  
12 identification-information with the points,  
13 the points are given in accordance with contents of a user's  
14 playing in each game on each of said game machines and have a  
15 trading value unified thorough the games;  
16 a trading device for trading the points for any one of  
17 a plurality of unique datas, each of which is used uniquely in  
18 any one of the games; and  
19 a second sending device for sending the traded unique data,  
20 wherein one of said game machines each and said server  
21 comprises a converting device for converting play-information  
22 indicating the contents of user's playing in each game on each  
23 of said game machines into the points.

1 2. The game system according to claim 1,  
2 wherein, when said converting device is mounted on each

3 of said game machines, the sending-information includes the  
4 points; and

5 when said converting device is mounted on said server,  
6 the sending-information includes the play-information.

7

8 3. The game system according to claim 1, wherein said server  
9 comprises:

10 a data storage device for storing user available data that  
11 the identification-information and at least one of the plurality  
12 of unique datas available to the user are associated with each  
13 other; and

14 a storage control device for, when said server receives  
15 a trading request to trade any one of the plurality of unique  
16 datas together with the identification-information, updating  
17 the points, corresponding to the received  
18 identification-information in said point storage device, to a  
19 value obtained by subtracting points corresponding to the unique  
20 data to be traded, and

21 said trading device allows the unique data to be traded  
22 to be reflected in the user available data corresponding to the  
23 received identification-information in said data storage device.

1 4. The game system according to claim 3, wherein said point  
2 storage device further stores authentication information for  
3 verifying the user in association with the  
4 identification-information and the points; and

5 said trading device and said storage control device update

6 the points stored in said point storage device and the user  
7 available data stored in said data storage device according to  
8 the trading request, in the case where the user is authenticated  
9 as a proper user based on the authentication information.

1 5. The game system according to claim 3,  
2 wherein, when any one of designating informations each  
3 of which designates any one of the plurality of unique datas  
4 and the identification-information are sent in association with  
5 each other from said game machine to said server, when the user  
6 available data that the unique data designated by the sent  
7 designating information is associated with the sent  
8 identification-information is stored in said data storage device,  
9 said second sending device sends the designated unique data to  
10 said game machine.

1 6. The game system according to claim 5, wherein said data  
2 storage device comprises:  
3 a first storage device for storing the plurality of unique  
4 datas and the designating informations each of which designates  
5 each of the plurality of unique datas so to be associated with  
6 each other; and  
7 a second storage device for storing the designating  
8 informations, each of which designates the unique data available  
9 to the user among the designating informations stored in said  
10 first storage device, and the identification-information so as  
11 to be associated with each other; and

12           when said server receives the identification-information  
13 from said game machine, said second sending device reads the  
14 designating informations stored in association with the received  
15 identification-information from said second storage device and  
16 sends the read designating informations to said game machine,  
17 and, when said server receives a designating information selected  
18 among the sent designating informations from said game machine,  
19 said second sending device reads the unique data stored in  
20 association with the received designating information from said  
21 first storage device and sends the read unique data to said game  
22 machine.

1     7.     The game system according to claim 3,  
2           wherein when said server receives a donation request  
3 including:  
4           the identification-information of a sender;  
5           the identification-information of a receiver, and:  
6           points to be donated from the sender to the receiver:  
7           said storage control device subtracts the points to be  
8 donated from the points stored in said point storage device in  
9 association with the identification-information of the sender,  
10 and adds the points to be donated to the points stored in said  
11 point storage device in association with the  
12 identification-information of the receiver.

1     8.     The game system according to claim 7, wherein said server  
2 comprises:

3           a notification device for notifying a user to be the receiver  
4 of donation, when said storage control device updates the points  
5 stored in said point storage device according to the donation  
6 request.

1    9.     The game system according to claim 3,  
2           wherein the identification-information is an individual  
3 identification-information to identify the user for each kind  
4 of the games,  
5           said data storage device comprises an individual storage  
6 device controlled for each kind of the games, and said individual  
7 storage device stores individual available data that the  
8 individual identification-information and at least one of the  
9 plurality of unique datas available to the user are associated  
10 with each other, and  
11          when said server receives a common  
12 identification-information issuing request including common  
13 identification-information to link the individual  
14 identification-informations corresponding to a same user and  
15 the individual identification-informations to be linked, said  
16 storage control device stores the received common  
17 identification-information and the received individual  
18 identification-informations so as to be associated with each  
19 other in said point storage device.

1    10.    The game system according to claim 9,  
2           wherein said game machine comprises a readout device for

3 reading out the individual identification-information from an  
4 information storage medium storing any one of the individual  
5 identification-informations, and said first sending device sends  
6 the individual identification-information read out by said  
7 readout device to said server.

1 11. A server for communicating with a plurality of game  
2 machines capable of playing different kinds of games from each  
3 other, comprising:

4 a point storage device for storing  
5 identification-information for identifying a user and points  
6 so as to be corresponded with each other, the points being given  
7 in accordance with contents of user's playing in each game on  
8 each of said game machines and having a trading value unified  
9 through the games;

10 a trading device for trading the points for any one of  
11 a plurality of unique datas, each of which is used uniquely in  
12 any one of the games; and

13 a sending device for sending the traded unique data to  
14 said game machines.

1 12. The server according to claim 11, comprising:

2 a converting device for converting play-information  
3 indicating the contents of user's playing in each game on each  
4 of said game machines to the points; and

5 a storage control device which, upon reception of the  
6 identification-information and the play-information from said

7 game machine, allows the converted points to be reflected in  
8 the points stored in the point storage device in association  
9 with the received identification-information.

1 13. The server according to claim 12, comprising:

2 a data storage device for storing user available data that  
3 identification-information and at least one of the plurality  
4 of the unique datas available to the user are associated with  
5 each other; and

6 said storage control device which, upon reception of a  
7 trading request to trade any one of the plurality of unique datas  
8 togetherwiththeidentification-information, updates thepoints,  
9 correspondingtothereceivedidentification-informationinsaid  
10 point storage device, to a value obtained by subtracting points  
11 corresponding to the unique data to be traded, and

12 said trading device allows the unique data to be traded  
13 to be reflected in the user available data corresponding to the  
14 receivedidentification-informationinsaiddata storage device.

1 14. The server according to claim 13, wherein when any one  
2 of designating informations each of which designates any one  
3 of the plurality of unique datas and the  
4 identification-information are sent in association with each  
5 other from said game machine to said server, in the case where  
6 the user available data that the unique data designated by the  
7 sent designating information is associated with the sent  
8 identification-information is stored in said data storage device,

9 said sending device sends the designated unique data to said  
10 game machine.

1 15. The server according to claim 14,  
2 wherein said data storage device comprises:  
3 a first storage device for storing the plurality of unique  
4 datas and the designating informations each of which designates  
5 each of the plurality of unique datas so as to be associated  
6 with each other, and a second storage device for storing the  
7 designating informations, each of which designates the unique  
8 data available to the user among the designating informations  
9 stored in said first storage device, and the  
10 identification-information so as to be associated with each other,  
11 and  
12 upon reception of the identification-information from said  
13 game machine, said sending device reads the designating  
14 informations stored in association with the received  
15 identification-information from said second storage device and  
16 sends the read designating informations to said game machine,  
17 and, upon reception of a designating information selected among  
18 the sent designating informations from said game machine, said  
19 sending device reads the unique data stored in association with  
20 the received designating information from said first storage  
21 device and sends the read unique data to said game machine.

1 16. The server according to claim 15,  
2 wherein when said server receives a donation request



3 including the identification-information of a sender, the  
4 identification-information of a receiver, and points to be  
5 donated from the sender to the receiver, said storage control  
6 device subtracts the points to be donated from the points stored  
7 in said point storage device in association with the  
8 identification-information of the sender, and adds the points  
9 to be donated to the points stored in said point storage device  
10 in association with the identification-information of the  
11 receiver.

1 17. The server according to claim 16, comprising a notification  
2 device for notifying a user to be the receiver that donation  
3 has been done, when said storage control device updates the points  
4 stored in said point storage device according to the donation  
5 request.

1 18. The server according to 13,  
2 wherein the identification-information is an individual  
3 identification-information to identify the user for each kind  
4 of the games,  
5 said data storage device comprises an individual storage  
6 device controlled for each kind of the games, and said individual  
7 storage device stores individual available data that the  
8 individual identification-information and at least one of the  
9 plurality of unique datas available to the user are associated  
10 with each other, and  
11 when said server receives a common

12 identification-information issuing request including common  
13 identification-information to link the individual  
14 identification-informations corresponding to a same user and  
15 the individual identification-informations to be linked, said  
16 storage control device stores the received common  
17 identification-information and the received individual  
18 identification-informations so as to be associated with each  
19 other in said point storage device.

1 19. A register terminal being connected via a communication  
2 network with a server controlling an individual  
3 identification-information for identifying a user and data  
4 available to the user in association with each other for each  
5 kind of games, and controlling common identification-information  
6 for linking the individual identification-informations  
7 corresponding to a same user and points given in accordance with  
8 contents of user's playing and having a trading value unified  
9 through the games in association with each other,

10 said register terminal comprising:

11 a readout device for reading out the individual  
12 identification-information from an information storage medium  
13 storing any one of the individual identification-informations;

14 an input device for inputting the common  
15 identification-information; and

16 a sending device for sending the common  
17 identification-information input by said input device and the  
18 read out individual identification-information to said server.

1 20. A method for a game system including a plurality of games  
2 and a user, comprising:  
3 converting play-information indicating the contents of  
4 the user playing one of the plurality of games into points;  
5 awarding points to the user for playing at least one of  
6 the plurality of games;  
7 storing said points with corresponding  
8 identification-information used to identify the user;  
9 setting a trading value for said points which is unified  
10 throughout the plurality of games; and  
11 trading said points for any one of a plurality of unique  
12 datas, each of said unique datas is used uniquely in any one  
13 of the plurality of games.